sinclair ZX81
SOFTWARE
GAMES 1
sinclair
ZX81
ORBIT
SNIPER
METEORS
LIFE
WOLF PACK
GOLF
1K
RAM
SOFTWARE

LOADING A PROGRAM

1 Set up your ZX81 as described in chapter 1 of the manual, and position the cassette at the beginning of the program.

2 Ensure that the EAR socket on the ZX81 is connected to the EAR socket on your cassette recorder.

3 Adjust the volume of the cassette recorder to ¾ of maximum and tone controls to maximum treble and minimum bass.

4 Type *LOAD* 'PROGRAMME NAME' (do not press Newline) by inserting the correct name of the program in the place of PROGRAM NAME.

5 Start the cassette recorder playing.

6 Press Newline.

The approximate loading time for each program is given on this sleeve, if after this time the program has not successfully loaded, rewind again and have another try with a different volume setting. The best adjustment is to turn the volume up as high as it will go without making the silent parts of the recording sound noisey. If this fails refer to chapter 16 of the manual.

*** CASSETTE 1** **Category GAMES** **1K RAM**

SIDE A	Orbit (20 secs)	**SIDE B**	Life (18 secs)
	Sniper (19 secs)		Wolfpack (20 secs)
	Meteors (18 secs)		Golf (20 secs)

***This cassette will also work on the ZX80 and 8K ROM**

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sinclair ZX81

CASSETTE No 1

'Games of skill'

information sheet

SIDE A

ORBIT (20 secs)

Dynamic graphics are used to display a space craft in orbit around a star. In another orbit lies a valuable chunk of cargo. You must manoeuvre your ship to capture it, moving to an outer orbit, slows down your rotation, in an inner orbit, you rotate faster. When you reach the cargo it pops into your hold and you are told your score–how many days you took to collect the cargo. A good captain will make the swiftest rendevouz possible, after all fuel and wages for the crew are expensive. Speedy captures require artful calculations.

Press 6 to move inwards and speed up.
Press 7 to move outwards and slow down.
To replay press any key.

SNIPER (19 secs)

This game tests your ability to think quickly under pressure. At irregular intervals men pop into sight at any of ten positions. They only remain in sight for a brief moment and in that time you must calculate which number key corresponds to their position and press it. If you have pressed the correct fire button, the man will be hit by your shot and will spread out his arms and legs as he falls. If you miss, he naturally ducks out of sight again.

Forty men appear during the game but as time goes on they duck out more quickly. Your score appears continuously throughout the game.

Press any key to start the game.

FIRE Buttons: 1 2 3 4 5 6 7 8 9 0 (moving left to right).

METEORS (18 secs)

This dynamic graphics game requires both forethought and swift reactions. You are in command of a starship happily trundling through space when suddenly a storm of meteors bursts upon you. You must manoeuvre your ship between the meteors. Looking ahead and plotting a course is essential. If you are hit your warp factor (initially 5) shown on the hull decreases by one until it reaches zero when your ship is so badly destroyed that it cannot go any further. Then you are told how many light years you managed to travel.

Press 5 to move left, press 8 to move right.
Press any key to replay.

SIDE B

LIFE (18 secs)

Devised in 1970 by J H Conway, the Game of Life achieved rapid popularity in the computing world. The action takes place on a square grid on which a pattern of cells is drawn. The first pattern generates a second which generates a third and so on. Each cell is born, survives or dies according to a few simple rules.

If a space is empty and there are 3 and only 3 adjacent live cells, a new cell is born in that space. If a cell has 2 or 3 neighbours it survives. Any cell with only 1 neighbour or more than 3 neighbours dies. Both diagonally and squarely adjacent cells must be taken into account and all of these rules are applied simultaneously to the grid.

The patterns that arise are often surprising and it is fascinating to watch their evolution. Some colonies of cells expand rapidly, others die off after a few generations and some settle into a repeating cycle.

The screen is set up as a 16 x 16 grid. A cell can be put in any space by entering a 2 letter grid reference. The first letter refers to the column, the second to the row. Always use only the letters ABCDEFGHIJKLMNOP. Press newline to enter each cell. To generate press G and newline. To pause and (if required) enter extra cells press M. To restart press G and newline. To clear press C.

Some code entry examples are:

Glider: HH IH JI HI HJ

Spaceship: FH GI HI II JIJH JG IF

Z: FF GF HF IF JF IG HH GI FJ GJ HJ IJ JJ

Note that the grid wraps around as though on a toroidal surface.

WOLFPACK (20 secs)

You are the commander of a naval destroyer hunting submarines. The enemy submarine is displayed in the depth beneath your ship. By careful timing you must position your ship and release your depth charge to hit the conning tower of the submarine. In the best traditions of the navy this is an exercise in precision.

Press 5 to move ship left

Press 8 to move ship right

Press 0 to drop depth charge

GOLF (20 secs)

This game tests your visual skills and judgement of distance. A profile of the fairway is shown on the screen with the hole at a random distance from the tee. You must estimate the correct force to drive with in the range 35-75. If you miss you are allowed further shots until you finally drop the ball in the hole. Then your score appears for that hole.

Enter a number between 35 and 75 for the driving force and then press newline. Press newline for next round.

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ORBIT
SNIPER
METEORS

100 50 0

SIDE
A

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1

LIFE
WOLF PACK
GOLF

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SIDE
B

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